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Maplestory reboot cubing guide

If you are a lover of this classic MMORPG, and are looking for a Maplestory Reboot Leveling guide or training guide, then you have come to the right place. I've compiled this well-structured Maplestory Reboot niging guide, which if you follow, you should easily level up in an instant. Without further ado, let's get to that. Maplestory Reboot Leveling nowadays is definitely much easier, especially if you're on a reboot. Of course, I will start from the tenth stage onwards, because the first ten will be required to get through the initial quest lines (tutorials). Then you'll go through your first job promotion. It will be much easier if you have Hyper Teleport Rock, so you might want to use some cash and get it. The reason it's much easier in the reboot server is that Nexon has removed most of the payment to win elements of the game, making it less easy to level up. However, the monsters in the server reboot are higher XP and thus cause 5% loss of damage to the level. Now I'll come straight to the Maplestory Reboot Niging Guide, which gives you a general overview of the best training places. Maplestory Reboot Leveling guideFAQsThe takeawayMaplestory Reboot Leveling guide1-10 Tutorials/ Starter Quest linesLevel 10-25: Golem's Temple (Mixed flaming Golems)Level 25-30: Curse Eye (Ellinia)Level 30-40: Violet Clam Slime Level 40-50: Seashell Octopus Slime Level 50-50: Savage Terminal Level 50-60: Wild Boars Level 55-65: Skeledogs Level 60-75: Drakes Level 65-80: Celions Level 75-85: White Fangs Level 85-100: Sahel 2 or Dwarfs Level 90-100: Lab Area C-2STAR FORCELevel 95-105: Blood Harpies Level 100-110: Dark Centaurus Level 110-130: Dual Ghost Pirates Level 130-140: Cerebes & Bain Level 135-145: Dark Wyverns Level 145-165: Kerning Tower Floor 2 Map 4 Level 160-170: Kerning Tower Floor 5 Map 4 Level 170-200: Omega Sector UFO H03 Level 100-108: Rashes/Dark Rashes Level 108-125: Robos Level 125-140: Moon Bunnies Level 130-150: Goblin HouseLevel 145-165: Kerning Tower Floor 5 Map 1 Level 150-165: Stone Colossus (Mantis & Blood Mantis) Level 160-190: Showa Town Armory Level 160-170: Road to Oblivion 4 Level 165-180: Knight District 2 Level 170-185: Omega Sector UFO 202 Level 175-190: Knight's Chamber 5 Level 180-190: Swollen Stumps (Desolate Hills)Level 185-200: Forsaken Excavation Site 2, 3. & 4 Level 200-210: Scrapyard Hill 5 Level 200-220 (210-220 Reboot): Black Heaven Deck Level 200-220 (210-220 Reboot): The Level being Top of the World TreeARCANE RIVERLevel 200-205: Rag Erda or Sad Erd Level 200-207: Blazing Erda or Soulful ErdaLevel 200-210: Tranquil Erda Level 200-210: Soulful Erda Level 200-210: Soulful Erda Level 210-220: Bitly Bobble Forest Level 210-225: Torrent 3 Level 215-225 : Whale Mountain Level 220-230: Chicken Festival 2 & 3 Level 220-230: Disclosures 3 Level 220-230: Dance Floor 1 Level 222-230: Clocktower Level 225-240: Frost & Thunder Cloud SpriiLevel 225-255: Arcana CaveLevel 230-255: Shadowdance hall Level 230-255: That Day in Truefeit Level 235-260: Mirror Sea Level 235-260: Temple of Light Level 245-265: Boundaries of Thought 2 Level 24 5-265: Wave of Empiness Level 250-270: Labyrinth of Suffering Level 255-275: Limina Questing (Level 30-200)Level 30-40: Ellinel Fairy Academy Level 35-50: Gold Beach Level 50-60: Riena Strait Level 60-700: Mushroom Castle Level 75-90: The Afterlands Level 95-110: Elin Forest Level 100-115: Grand Athenaeum Level 115-125: Lion King's Castle Level 120-125: Fantasy Theme World Level 130-140: Golden Temple – Level 130-140: Crimsonheart Castle (Required Required Required) Level 145-155: Kerning Tower Level 150-165: Stone Colossus Level 165-180: Omega Sector (Required to face Caoong/Omni-Cin) Level 175-190 Rave's Case Journal Level 185-200 : Fox ValleyBossing/DailiesYou can fight bosses here to gain a good experience, i.e. you were able to reach taj levelLevel 50-60: Easy Zakum (WARNING: SHARES DAILY ENTRY LIMIT WITH NORMAL ZAKUM) – Level 100+: Normal Zakum (Find and Use a rune before you Queue) –Level 105+: Monster Park REBORN (Daily Entry limit of 2 WORLD PER. The game allows the player to purchase tickets with prizes from the box office. Player limited to twenty tickets per month) Level 130+: Normal Hilla Level 140+: Gollux (Mobs gives a decent experience when killing, as well as an easy way, which has very low health) Level 160+: Normal Horntail –Level 160+: Chaos Horntail (Parts of the daily entry limit with Normal Horntail, DoSaoci could not face the boss) – Level 180+: Madman Ranmaru (Decent funding is required, doshaoci could not face the boss) Level 180+: Pink Bean (Can take moderate funding to kill, or that much weather is needed) – Level 200: World PQ faqsNave that you have a simple guide to follow, to look at some of the garlic-drinking questions about Maplestory.To is some of the congratulations of the piety questions about maplestorydoes Maplestory have reboot? Yes, Maplestory has a reboot server where Nexon has removed most of the payment to win the elements in the game. It certainly facilitates niving, but it takes a lot of time as well. In fact, you have to grind hard to farm for Mesos instead of paying for things like a normal server. Players in the non-reboot are rewarded with more in-store items such as extra supplies, exp coupons, pets food and more. Is the Maplestory reboot better than non-reboot? Well, depending on, some people prefer to reboot the version, others prefer normal servers. In normal servers, you have to pay money, not spend hours farming for Mesos. Some will argue that it is much easier to farming for Mesos if you have pets. So if you have money to spend, you can go for normal servers that take less time to progress. If you don't have extra money and you have time to farm for Mesos, then you should probably go for a reboot server. Why is maplestory reboot popular? I think it's pretty straight ahead, it's not expensive. Players can farm for Mesos, which people will find much more convenient than shaving to actually pay for it. The only thing you'll need is time because it requires a lot of grinding. Is the MapleStory reboot worth playing? Of course, the game is still worth playing, especially if you still like this classic. As I said, does it require you to spend as much time as you are in time and effort to be peasant for Mesos.Is Maple 2 better than MapleStory? Well, the game is definitely different from the original. Developers have changed it from side games to scrolling with pixel graphics and adopted a modern block-like look that is more popular with sandbox games today. The game involves less grinding than the original and focuses more on stories that are mandatory for its player to level up. Why did MapleStory 2 die? Unfortunately, the game servers for this original classic text were shut down forever on 27 May 2020. The reason for shutting down is that the game did not meet its expectations, and that it came as bad news to die hard fans of this game. But the original game is still online, which is good. Is Maplestory still popular in Korea? Since 2018, Maplestory was the 4th most played in Korea, so it's still popular. We certainly have to hand it over to the developers because they've kept the game alive for so long. Of course, they have to constantly update the game, add patches and events. What's the best class in MapleStory? In Maple there are basically five roles: Warrior, Mage, Thief, Archer and Pirate. The best classes in each role are: Blaster for the role of Warrior, Kinesis for the Mage class, Nightwalker for the role of thief, Pathfinder for the role of Archer and Angelic Buster for the role of Pirate. Is MapleStory M worth playing? Regardless of whether you still enjoy playing the game or make it purely out of nostalgia, Maplestory is definitely worth playing. This is a game that can keep you busy and emotionally invested for a few hours at least. In the end, whether the game is worth playing is entirely on you. They say there are a lot of people who still play her to this day and it seems that her community never dies. Take Good, folks, which was a brief summary of the Maple Guide for reboot leveling. For more information, see this MapleStory Skills guide or this Maplestory cubing guide. Cheerful grinding gamers. Maplestory Reboot Guide Created by dphantom1 / updated by pocket Foreword: It's about 15k words in length so it's fairly wordy but I does a decent job to explain some of the mechanics of gear progression and knowledge about games to newer and older players. This is a guide dedicated only to GMS. If you are looking for a quick & easy help sheet, there is a 1-page cheat sheet linked directly to the credits that you can find using the code in the content below. Vsaak odssek bo določan s kodo, ki vam bo omogočila, da ta odssek lažje najdete s funkcijo Ctrl+F. Vsebinska (Uporabite Ctrl+F za iskanje odssekov, ki jih potrebujete) Uvod [1001]Novi razredi [1002]Potenciali [1003]Povečava zvezdne sil [1004]Plameni [1005]Mojsrške knjige [1006]Stat Distribucija [1007]Točke spretnosti [1008]Nasveti & triki [1009]Vodič za trening [1010]EXP Multipliers & koristi instrumenti za trening [1011]Reboot Level Up Gift Box [1011]Guilds [1013]Gear Progression [1014]Important Prequests [1015]Endgame [1016]5th Job [1017]Arcane River [1015]Endgame [1016]5 1018]Nodes/ V Matrix [1019]Meso Farming [1020]Transferring [1021]Cubing [1022]Link Skills [1023]Making a Kanna Mule/Hs Mule [1024]Sweetwater Weapons [1025]Sweetwater Gear [1026]Tirani [1026]Tirani [1027]Transponing [1028]Inner Ability [1029]Šefi [1030]Iggia [1031]Glupa optimizacija endgame [1032]Cheat Sheet [1033]Credit [1034] Uvod [1001] Po pregledu nedelnih nisi "povratnika" , I decided to write this guide in the hope that it can help all players who need help who are lost on their return. However, this guide applies only to those that are played on the boot-in server. What is the server where Nexon has removed most of the payment to win elements of the game, these are items that are usually purchased by NX (Nexon Cash/Premium Currency) on normal servers are purchased with mesos on Reboot. Also, things like the Marvel Machine are not available in the reboot. The restart also has a bonus %damage that is taken off the level to compensate for the lack of sliding and bonus potentials. What are the main differences between reboot and conventional servers? Reboot is trading disabled- so this is primarily a mined server, but in comparison requires little that there are no real life funds, but instead uses a lot of time instead. Conventional servers have a higher damage cover, due to the presence of multiple systems such as bonus potentials and glide that provide more damage than just potential. Both servers can claim literally \$0. (Note that pets are basically necessary in a reboot, as you need to farm your mesos). Free pets (events/black heart) are also available. There are many ways to make mesos in a non-reboot mostly centered around farming certain objects and exploiting events. The monsters in the reboot have a higher exp and HP multiplier. There is a greater penalty for the undersoven (5% final loss of damage at the level below the monster). Mesos falls at a 6x higher speed in the flesh. Cash store items that NX v non-reboot vs meso v Reboot: Hyper teleport rock Monster park dodaten vstop Jet's black-and-red cube link configuration items: – thickened supernova powder, stellar cosmic powder solidifier and cosmic dust shifter. Safety charms, self-memory freezers, tokens (note that it has a non-reboot NPC that ensures it sells on a limited daily basis for meat: 3 per day each). Miracle Roundabout Wedding Ticket Android Naming Coupon Item Tag Additional Convenience Items Available in General Meat Stores in reboot only: Strong (Red) Flames, Master Artisan Cubes, 30 day pendant slot, additional character slot coupon, equip-use etc-setup slot coupons. Non-reboot exclusive: Maple prize point store has many more items than reboot, such as pet food for multiple pets, additional inventory slots, 30 day pendant slots, exp coupons, scissors and hammers. There are limited and refreshed only on a monthly basis. Most items can be sourced for mesos in reboot on an unlimited basis, but this is an alternative for non-reboot players who don't want to use nx. Cashshop EXP and droprate coupons- these coupons using exp/drop coupons and some events. RNG p2w: Philosopher books, marvel machine, gachapon, which can give rigged objects that change gameplay and give advantages. Note that it has a reboot gachapon, but only for cosmetic items and inventory bags. The Zero character class is only available at non-startup. The life of the Monsters Mezo market and auction houses. Mezo market lets you sell mesos for maple points or buy maple points with meat through the system in the game. The auction house is for the purchase/sale of items. Should I play on reboot or normal servers? The general consensus is if you're willing to dish out some \$\$\$\$\$, play normal servers as progression is much faster if you have money, but if you're not willing to spend \$\$\$\$ then go reboot where the progression isn't as slow as you're ready to carry through a few bosses. Which class should I play? Play what's going to make you want to be fun. If you don't like it, change. If you're not sure, check out some videos at this particular class on youtube and see if they look like a fun class. But don't judge class until you play it on LV200 and you get a fifth job, because for some classes it's a big game changer. What's a good class to start with? Here are some recommendations on what to start with as the first character. Arka, Kanna, Demon Avenger, Demon Slayer, Angelic Buster, Aran, Thunder Breaker. I'm 100% sure that there are others that people recommend, but in my opinion these are some of the easiest classes to level. Arks are mobs and require very low funding for progress due to high damage. They also come with a great skill link that gives you up to 11% additional damage at level 2 (vl 120) while in combat. Kanna is a force that must now be studied. They do good damage and are the kings of mobbing with multiple appeals. All owner Increase the speed of trees and max mobs on mobile. Also built with another 10% link skill damage at Level 2. The Thunder breaker is a flaming strong with high injuries and very mobile with lots of levels. The connection is not yet usable until a gloriou patch in autumn/winter. Demon Avenger is a super strong class, always has been king unfunded due to HP scaling, and has a really nice sorting on skills and has 10% damage level 2 link skill, so even if you don't like that lv120 one will be useful i both. Angelic Buster has a crazy scaling, so her injury will make the exit crazy while you're leveling, even if you're missing some damage from the equipment. He's got the boss's knowledge of injuries. (Not recommended if you have a bad ing, has a mechanic for filling, which the ing can omit) Aran has a really nice link skill that four times EXP you get from combo orbs, which is a massive boost for EXP to gain from lv 1-60, as well as crazy high basic damage I'm pretty sure no one else can match. He's got good mobility and crazy damage. It also has a built-in drain, so it does not require HP inflates to later stages where it cannot overtake incoming damage. Demon Slayer has amazing mobbing skills that weigh with great damage, cover a lot of areas and are spamable. The damage is not as severe as the previous three that I mentioned, but it compensates for much more damage to the AOE. It also has a link skill benefiting 10% boss damage to level 2. The monster tamer and jett were in the latest patch, although still lower on DPS. Kanna had been retraded and buffed and had a decent DPS class now in addition to support. Bishop can play as a major class, but keep in mind that they'll mainly play a supporting role because their late-game dps suffer a lot from low standards, but they are still welcome in late party raid games because of their excellent supporting capabilities. If these classes don't appeal to you, here are some others who double as good grades to try because of good/decent links skills/legion effects: Cannoneer, Cadena, Illium, Evan, Kinesis, Mercedes, Hayato, Kaiser, Kanna, Luminous, Mihle, Phoenix, Xenon, Wild Hunter and Mechanic VERY IMPORTANT! If you're a new player on your first reboot character, don't open the reboot gift boxes until ~lv150 (ctrl+f reboot level up gift box) If you're a OLD OLD player (pre Big Bang) read the following, if not skip to the section marked post BB player (Ctrl+F POST BB PLAYERS) New Classes [1002] I'm not to explain every single new class and it's capabilities because I'd be writing forever, but the bottom line is , there are no more only 5 researchers (or 4 if you played them). Many new class chains exist now, but researchers are still great characters to play with, as many have been reused with new skills and better kits than old maple. I would encourage you to in new classes before you decide to play explorer because they may not be as you remember them, and many new classes have really interesting skills and mechanics. The potentials [1003] Potentials are basically a bonus stand that you can get on items. You can add them to the equipment using any changes and modify them with cubes. There are 4 different types: rare, epic, unique and legendary. The potential tier can be upgraded using cubes. There are 4 types of cubes: Master Craftsman's, Meister, Red and Black. Master Craftsman can be purchased at the Henesy Store, a fall from the bosses, a drop from the mysterious legendary veins/herbs and on Commerci voyages. Meister comes from the same, the only difference is that the meister can tighten the element from unique->legendary, but the master craftsman can not. Red/black cubes can be purchased from the NX store with mesos. For more information about cubing, see the cub section. Items with potential have up to 3 lines of potential, although when you disclose the potential of an item, you can only buy a potential stamp from Henesys, which has a 50% chance of adding an additional potential line. Potential lines can be different levels known as standard & prime lines. Prime lines are better, and having a triple prime line is a very rare subsection that will only go to super-min/maxing endgame players. For example, an epic gear shift rate of 70-150 is 6% stat, standard lines being 3% stat, so getting 3 6% stat lines at epic level is a potential element very rarely, and the unique potential gear has 9% prime lines and 6% standard lines. Different level gears also have different standard/prime lines. From Maplewiki/Level 0-30 gear shifting items can be obtained: 1% on rare, 2% on epic, 3% on unique, 6% on the legendary/Level 31-70 premessa items can be obtained: 2% per rjedad, 4% per epic, 6% per unique, 9% on legendary/Level 71+ premjessm can be obtained: 3% per rare, 6% per epic, 9% on level. 12% also on the legendary GlobalMS: Level 151+ gearing items men 4% per rjedad, 7% per ep, 10% on unique, 13% on the legendary Star Force Enhancement [1004] The second way to amplate equipment, dodohan u inventory menu at the bottom via the small icon of the scribble, the opposite is bound for O po default. It's really simple, you just pay a certain amount of mesos and stats the stated element to increase. The greater the number of stars you get from the improvement, the higher the chance of failure of improvement. Once you reach 12 stars, strengthening has the potential to explode your element. It can bypass up to 17 stars using a protective option that stops the spoils, but this costs extra. The 17-25 stars have no protective options and you're at RNG's mercy. If you blow it up, you will receive a trace that transfers the potential of the previous item and 12* to a fresh copy of the item. Fems, bullets, transponed stats and the weapons of the soul will be retained. The flames are another improvement system that was unveiled in the Vcore update on Arka's release. This is quite a free bonus stats. When you apply the flame to an item, you will get bonus statistics on this item based on its level and the stat level you receive. If you burn the bosses' set elements/boss gear, such as the Absolut gear or cra set, you are guaranteed to receive 4 different stat increases, and are guaranteed to have good rates (minimum level 3, maximum level 7). Non-KMS items, such as fresh water additives, will not receive these flames boss set and so can put 1-4 stat lines that are track (1-5). Tier 7 flame stats can only come from rainbow flames, which are very rare drops from bosses or come from event stores/monster collection. Most players will use crimson flames that can be purchased at Henesys/Lefre but they only give maximum stat level 6. Which states are given at the level of the items/levels of flame you can check here: Mastery Books [1006] Old master books no longer exist. You can buy 100% success v 20 and lv 30 universal masterbooks from stores in Leafare and Henesys, or you can get them from quest lines such as the Silent Crusade. Stat Distribution [1007] Secondary statistics barely exist anymore and as such do not need to enter points in secondary statistics. Everything stat points get into your main stat now, so the auto-allocation is perfectly fine and safe to use. Points of skill [1008] You can no longer lose points with multiple planes before advancing a job, and skill points are now individual for every progression in the workplace, so you have a certain amount of sp for each job skills, so you don't have to worry about using 1st job at 2nd job skills. Most classes max all skills 1-4, but there are some that leave skills at level 19. If you are not sure whose skills build. Tips & Tricks [1009] Using a maple guide to get around during nivling is by default bound to U. Allows you to teleport to any map where you kill a sufficient amount of mobs/complete the corresponding questline in the area. If you're on a mega-prosperity and can't afford TP rock, you can get a free five from doing Hard Hill, which has a chance to drop a Blackheart box which drops or a Blackheart Pet or an accessory. Most nivling will wear this for you if you have enough input and you're not annoying about it. (Read 'Guilds' section below) When you can OHKO, go farm Big Spiders at Verne Mine in Edelstein, provide a 1.5x drop rate whenever they are active, and have Useful. Before you go into a boss's fight or you're peeing for a certain drop (e.g. It's useful to be active. They should have known three on the farm so they can stay out longer. You can do this on your 150 Kanna mules and download the familiar to your main store. If you have a decent amount of income from bossing/meat farming make sure you buy Hyper Teleport Rock from Cash Shop. It costs \$25 million and lasts seven days, making life easier. Training Guide [1010] Note: This is just what I do. Other people may have different training points, but I'll offer some alternatives, but you can be free to look for other training guides if your points here don't suit you well. 1-30 Mixed Flaming Golems (Henesys) 1-30 Individual Class Story Quests 1-20 Fairies (Ellinia) 20-30 Eyes (Ellinia) 30-59 Ellinel Fairy Academy Theme dungeon 30-59 Gold Beach Dungeon 30-59 Ri Strait Theme dungeon 30-59 Eldoin Theme dungeon 40-50 Wraiths and Kerning City Subway 50-60 Boars at Perion 60-80 Copper Drakes, 1-3 right of Sleepywood 60-80 Drake Cave: Sunless Area- Drakes into sleepywood cave. 60-80 Drake Cave: Chilly Cave- Rotate in a circular mode and use the TP portal on the lower left. 70-85 Ced Canine, Ice Valley 2 (Accessible from El Nuth by Taking Danger Zone taxi) 85-100 Sahel 2, Magatia (Go through maple guide or 2 maps to the left of Magatia) 85-100 Desert with Peace, Magatia (Accessible from Sahel 2) 90-100 C-1, C-3: Roids, inside Magatia Laboratory 100-108 NORMAL Zakum with runes, 2x, mvp, and exp all modifiers. Focus on killing gins and dodging straws. Suggest you buy a buff freezer or 2 in case you get ed out by keeping your exp buffs. ->All-note: It increases you from 100-104 immediately if you do it correctly. Here are some notes for the fight. Pop runes and immediately use the function of the boss waiting room to find the customer (by default is the default for T). When you get in, leave the party so you can do the boss alone. Find an offer by talking to the NPC and enter. Before you enter, make sure you have a strong HP potions, because if you do not kill it quickly enough, Zakum makes a full-screen explosion that deals with a lot of damage and there is a potion cool in the boss room, so you can't chug 100hp nap lotions. If necessary, pick up some Ginger Ales from New Leaf City, which restore 75% HP/MP to chug. Make sure you avoid hand attacks by showing glowing circles on the floor, because I'm pretty sure they are ohko you, which makes you lose 2x EXP rune buff. If you can, bring your friend to the Holy Symbol, you too. 100-110 Rashes, one map to the left of Leafre 100-110 Elin Forest: Ancient Fairies 110-125 Toy Trojans/Robos/Master Robos at Apparatus Room, Ludibrium 120-145 Starforce (28*) Gatekeepers near papulatus at clocktower bottom of Ludibrium 125-140 Moon Bunnies, 1 card left of Korea Folk Town 125-140 One card left from the moon's zeiki- uokolo 130-140 Jars at Herb Town, Captains/Krus in Mu Lung pirate ship 140-150 140-150 Goblin Kings, 150 map of Korean People's City 140-170 Temple of Time Questline (required for fifth progression work) 150-160 Mantesas at Stone Colossus (Southmost map of Leafre) 150-170 Coffee Grinder, Kerning Tower Floor 2 rightmost map (This requires 80* starforce, so if you do not have enough star ampliation of your pirate equipment, until you have sufficient) 150-170 It was when the second Kerning Tower folder that u according to your class mobility (most have really good burning) 160-170 Inside the Stone Colossus 2, requires a prequest 160-180 Showa – secret hideout ouzar 165-175 Grey at Omega Sector 165-175 Boswell Field II u omega sector 170-180 Corridor 202 on Omega Sector 170-180 Corridor HO3 (If you have sufficient starforce) 175-185 Savage Terminal (Grandis Map): Seedy scrap 2 near the bottom left. 180-190 Swollen stump at Desolate Hills, Twilight Perion (Access through the Door to the Future at Temple time) 190-200 Fox Valley: Lower villas accessible without prequest. Try Flutterbuzzo and the Squirrels. Find the map by clicking Vulpes in the grandis section, then at the top right for fox valley. 190-200 Side Excavation Site 2/3 Twilight Perion 200-210 Stay on FES 2/3 If you are too under-training at Arcane River, otherwise go to any map in Vanishing Journey, where the layout is suitable for your class and where you can at least 2 hit KO. The best map in general is Under the Cave. (Add in 10 arcane points force hyper stat to +50 if you finish 1 day of all daily days including erda spectrum PQ you will get 90 arcane forces, which is enough for 1.5x damage against all non-hidden disappearing travel maps). 200-210 Scrapyard Maps in Edelstein (not recommended due to low spawn + exp) 210-220/225 Slurry Forest Depths or any Chu(Chu map that suits your character's abilities (Torrent Zone 3 is also not a bad choice for 220-225 if you're lacking AF to train at Lachelein) 220-230 Depending on class, try Revelation Place 2/3, Chicken Festival 2 or Clocktower 230-250 Cavern Lower Path for most classes, although some can also utilise other Arcana maps that are unique to for it's abilities E.g (CLP1, CLP2, CUP, DCUPL1-2, Labyrinthine cavern) 235-250 Some esfera maps, such as Mirror Touched Sea 2, although it's really hard to find a kishin, mule for these maps + maps are really class specific 255-275 mostly involves labyrinth and limina maps. Very class-dependent. EXP multipliers & training tools [1011] ->ToT's Know How is a quest from levels 20-60, and every 10 levels you get a new quest from ToT's that will teach about certain game mechanics. You're interested in the rewards, every 10 levels he's going to give you in an armor/weapon box and, on the 50th level, a teleportable stone that lasts seven days. This is very convenient for training as you can only teleport straight to the training target instead of using maples Portal. He gave you a 7 at level 60? Daily pet per it is also very useful because you no longer have to manually plunder and this saves time on the 5 hour snail you get at the beginning. ->Te is a buffed called MVP that people give out occasionally, which increases XP gained by 50%. Before using this, people will be megaphone MVP buff Ardentmill xx:30 ch5 or a message similar to this, this means that at xx:30 you should go to Ardentmill (accessible through most major cities if you do not know how to get there going to Henesys, the left side of the site is a portal that is there) and switch to the appropriate channel and get a buff. Leave fame because it's polite > on Sundays. Monster Park 7 times (2x free runs, buy 5x tickets from the cash store under time savers-dungeon ssses for 3.5m each) to get 7 EXP coupon with different effect (u the most available, ie 1.5x for 15 minutes i u best case 2x for 1 time). If you're lucky, you get a spiritual pendant. - >If you have a kanna friend, ask them to put you on the map you're training. This skill greatly reduces the mob respawn time and increases the max number of mobs available on the map, so it is very useful to have. If you have a second laptop/ computer and you are quite committed, it is recommended to have an account only for kishin to help levels of mules and kishin yourself ->Same as before, but with a bishop/boy for fun buff called Holy Symbol, which improves EXP gain by 50%. If you have another laptop, kishin is recommended over the Holy Symbol, as most believe it gives a better EXP profit than HS. Update: Bishop HS has been modified to use only 50% of its impact if a party member is outside about half the screen distance at 1366x768 resolution. 25% exp is still nice. ->Runes appears every 15 minutes on the map. Interact with them (default SPACEBAR with keys) to enter a set of 4 row keys commands, and then you will give a small buff depending on the type of rune and give you 2x EXP buff for 2 minutes. Don't ignore them because after a certain amount of time, they will start lowering the drop and exp speed mobs on the map, so be sure to activate them. (Evan link skill increases the duration of the rune buff and is highly recommended). - > Note that the reboot has very harsh penalties for damage according to the level, i.e. you lose damage if the mob is higher level than you (5% on the degree of difference). Your first sign at level 200 will be very difficult, training mules/other characters gets a lot easier as you accumulate buffs such as cygnus night weapon attack bonus and link skills. If you have trouble killing mafias, it is a good idea to return to mobs from the previous training site until you are equal or close to the level of the mafia in the new field. -> If you have a saved legion of coins, you can buy 30 minutes 2x EXP legion coupons that greatly help in regulating the Reboot Level Up Gift Box [1012] Plan making mezo farmer, save a box for your mezo farmer, and use any epo/upt root to make your mezo gear, as it will save you a little trouble tethering up and using the upot scrolls you can get your first piece of mezo gear relatively easily. You can also use the cubes/meat in the box to help you purchase your mezo tools by buying cubes and from the Cash Shop. If you're serious about getting strong in maple (I speak as a Lotus/Damien/Lucid customer) you'll need a meat farm and the best way to do it now is to be a mezo farmer. (Ctrl+F [1019]) -This gives a great advantage to the new players who receive it. Every time you open the box, you will receive a 100% success rate of epic potential m&D, some mesos and a few cubes. It is very important not to waste potential rolls because you can save a lot of time grinding Yu Garden dailies. You will also receive a unique potential shift from lv120. Your unique potential mid should be used on your secondary weapon, it can be obtained from a secondary arms dealer in Henesys for ~500k mesos. Then your epic potential rolls should be used on the badge (from Ghost Ship Excorsit Questline) and your emblem (from your class's corresponding questline). Researchers need to do a research book questline to obtain it at 100 levels. Other classes like Kaiser and Angelic Buster can buy it from vendors and some others like Kanna just get out of quest for free. Google if you're not sure. The remaining possible rolls can be used on any BIS (Best in-silo) gear that you have, such as top-notch gollux equipment if you've been getting Hellux wears or event rings that are often found in store events. If you have any leftovers, you can move any Pensairl equipment that you need epic and your Utgard weapons, if not already. -The cubes you get should be used to move the emblem and secondary weapons again for %M.ATT or %ATT lines to maximise damage intake. Once you get a %AT&TM.ATT potential line, stop kubing it and cube it one by one or your weapon. Guilds [101-3] Guilds are groups of people who offer help themselves to the game. In general, they are friendly, active communities that keep the social aspect of the game on the positive side and are in one place a great benefit. The first benefit is borne by hard bosses such as Chaos Root bosses Abyss, Hellux, Hard Magnus and Hard Hill. These bears allow you to progress through the game in a much faster step than usual, which is excellent. But do most guilds find it really annoying that people ask for a job, so it's generally better to wait for someone to offer and accept instead of constantly spamming Someone Can Be Me [This Boss]? or LF>HELLUX CARRY PLS. Also make sure you have good points for the contribution from you can come in on the guild wears – most czechs will have a stretcher based on your contribution, or czech points. The contribution comes from the leadership of certain bosses such as Magnus, Root Abyss, Zakum, Horntail and Hilla. Most guilds will hold a point cap by keeping 4 RA bosses + 1. Of the others listed above for a hit 5k contribution cap per day. Otherwise, you can run HHilla+ Chaos Horntail, which also gives 5k acid points. You can get a maximum of 5,000 points a day per signal. Keep in mind that these bosses should be led by other members of the kina to earn a contribution. Most Czechs will have some rules for contribution, such as a 30k contribution unlocking cra bear, or it may be something like the 50k contribution it takes for Hard Magnus to wear. Important- Carry Etiquette If you're getting worn here are some basic rules that you should follow: Five loot off by

